THE GREAT KNOWLEDGE RACE: QUIZ WHIZ

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Focus Media is especially proud to be a part of the Hesa Educational Software Library, and we congratulate you on your participation in this fine program.

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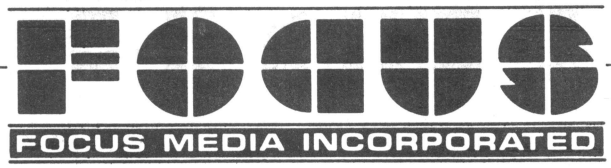

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IBM Users: Please note that any references in this manual to the "RETURN" key are for Apple users. IBM users would use the "ENTER" key at these points in the program.

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Introduction

The Great Knowledge Race: Quiz Whiz is a learning game designed for one to four players or teams. In the course of playing, you will find yourself challenged, excited, racing with the clock, making decisions, competing, and most importantly, learning.

The game involves a gameboard with squares of different colors (or patterns if you have a monochrome monitor). Each color or pattern corresponds to a different category within the subject area of the disk you are using. There are five categories of questions on each disk side. (Pot Luck, one of the categories, contains questions from each of the other four categories.)

The game categories are as follows:

Disk Side 1	**Disk Side 2**
movies	sports
sports	literature
science	geography/history
geography	science
pot luck	pot luck

The game is played by rolling the die (on computer, of course), moving your computerized playing piece to one of the squares on the gameboard, and then answering the question corresponding to that square.

THE OBJECT OF THE GAME IS TO BE THE FIRST PERSON (OR TEAM) TO WIN THE SQUARES CORRESPONDING TO EACH OF THE FIVE CATEGORIES.

Using the Program

Place the **Master Game Disk** in the disk drive and turn on the computer. After the disk boots up, you will be instructed to insert the question disk.

Once you have done this, you will be asked whether you will be using a color or black and white display. (The program uses the term, "black-and-white" for simplicity only.) If you have a color monitor, press "C," and you will end up with a gameboard consisting of colored squares. If you do not have a color monitor, press "B," and you will see a game board consisting of different patterned squares.

Next you will choose the number of players and indicate each player's name. If you are playing with teams, you can create team names.

The program then goes to an OPTION MENU:

1. Start game
2. View current option settings
3. Toggle sound switch (now on)
4. Change options for PLAYER 1
5. Change options for PLAYER 2
6. Change options for PLAYER 3
7. Change options for PLAYER 4

Press "ESC" for an explanation of options
Please enter your selection 1-7

Here is an explanation of each of these menu options.

Option Number 1 (Start Game)

The program will go directly to the gameboard where play may begin.

Option Number 2 (View Current Option Settings)

This game has a number of unique options (described under "Current Options" on page 2). Pressing this menu selection allows you to view the options which exist for each player or team.

Option Number 3 (Toggle Sound Switch)

This option is used to determine whether you would like sound during the game. After the words, "Toggle Sound Switch," you will either see the words "Now On" or "Now Off." If you want the sound to remain on, make sure that the words "Now On" are showing. If you want the sound turned off, make sure that the words "Now Off" are showing. Pressing this menu selection will simply turn the sound on or off. If the proper words are already showing, leave this option alone.

Option Number 4

Pressing this menu choice allows you to alter options (described under "Current Options on page for Player 1.

Menu item numbers 5, 6, and 7 only appear if more one player is playing. These choices have the purpose as menu option 4.

Current Options

If option 2 is selected (View Current Options), a listing of the available options being used by each player in this game appears. The purpose of each of these options is to allow handicapping of one or more players or teams. Here is an explanation of each unique option of this game:

MULTIPLE-CHOICE QUESTIONS: During "normal" play, all questions are multiple-choice. However, this can be changed for any individual player, so that the same questions appear without the four multiple-choices. This offers you the possibility of handicapping certain players or teams. For example, an adult can play a child: the child can have multiple-choice questions, while the adult does not see the choices. In such cases, the person answers the question out loud. The other player(s) can then check the correctness of the answer by pressing the "A" key. The computer will, then, ask whether the answer was correct. If the player presses "yes," the computer will acknowledge the answer as correct.

LOSE A TURN CROSS: Although a real die has six sides, the die in this game can have a seventh side, showing an "X." If this option is chosen, whenever that person "rolls" the die and the "X" appears, the turn is lost.

LOSE CATEGORY IF MISS QUESTION IN THE SAME CATEGORY: By choosing this option, if a player misses a question in a category he or she has already captured, that category is lost.

USE TIMER ON QUESTIONS: This program is designed with a built-in timer. If this option is left untouched, the player has an unlimited amount of time to answer a question. However, the time limit may be varied by choosing any number between 0 and 9. If 0 is chosen, the time remains unlimited.

Change Options

You can go to this menu by pressing 4, 5, 6, or 7 from "Option Menu" (depending on the number of players). For example, selection of number 4 will transfer you to a menu that reads "Change Options For Player 1" (the actual name of Player 1 appears). The following menu then appears:

1. Multiple-choice questions (now on)
2. Lose a turn cross and on die (now off)
3. Lose category if miss question in the same category (now on)
4. Use timer on questions (now off)
5. Finished changing options

Here is an explanation of how to change any of the above options:

1. Leaving this choice alone means that all questions will appear as multiple-choice for that player or team. In order to make questions appear with no choices, press "1." The words "now on" will change to "now off." In order to change the questions back to multiple choice again, simply press "1" again.

2. When this option first appears, the words "now off" show in parentheses. This means that the option is NOT in effect and an "X" will never appear causing that player to lose a turn. If this option is desired as a handicap, simply press "2" so that the words "now on" appear. Now the "lose a turn cross" feature described above is on. To remove this feature, simply press "2" again.

3. When this option first appears, the words "now off" show in parentheses. This means that the option is NOT in effect and a category will not be lost even if a question is missed within that category. If this option is desired as a handicap, simply press "3" so that the words "now on" appear. Now the "lose category" feature described above is on. To remove this feature, simply press "3" again.

4. When this option first appears, the words "now off" show in parentheses. When you first use this program, no time limit is on each question. In order to change this, first press 4 after which you will see the statement:

> Enter number of units for timer
> (0-9, = no timer)

The program is initially set for 0. By pressing any other number between 1 and 9, you can vary the time limit. (Each number represents approximately ten seconds. Pressing "9," for example, will change the time limit to about 90 seconds.)

5. Pressing 5 will allow you to return to the original Option Menu. To begin the game at that point, just press "1" on the Option Menu.

REMEMBER! EACH OF THE OPTIONS DESCRIBED CAN BE DIFFERENT FOR EACH PLAYER TO ALLOW FOR DIFFERENCES IN ABILITY.

How to Play

The gameboard consists of different types of squares (different colors if you are using a color monitor and different patterns if you are using a monochrome monitor). The game will now be described for a color monitor. If you have a monochrome monitor, the instructions are identical except that wherever the "color" of a square is referred to, you can substitute the word "pattern." Each color corresponds to a different category of knowledge.

Play begins when the first player rolls the die (accomplished by pressing any key). At this point, that player's playing piece must be moved the number of spaces shown on the die. The playing piece begins play at the uppermost left square on the gameboard. To move, simply follow the instructions on the screen which tell you to use arrow keys or other keys depending on your computer. Keep in mind that although the die tells you how many spaces to move, the direction in which you move is completely up to you. You may move left, right, up, or down. You may also backtrack over moves you have already made if you change your mind in the middle of a turn and decide to proceed in a different direction. Your strategy will, of course, be governed by which category of questions you would like to choose.

When you have completed a move, a question will appear corresponding to the color (category) you have landed on. You must now indicate the correct answer before the time runs out. (Of course, if there is no time limit, then you may take as long as you wish.) If the correct answer is given, you will be told so, and you will roll the die again. Play continues for a given player or team as long as correct answers are given.

You will also notice a number of white diamond-shaped spaces on which you can land. These are "Go Ahead Diamonds." If you land on one, you do not have to answer a question in order to move again. You will be allowed to press any key and roll the die again. Thus, you can think of the "Go Ahead Diamond" as a free turn. You might want to use this any time there is not a way to land on a category that you do not yet possess. This eliminates the risk of landing on a category that you have already captured and answering the questions incorrectly. This will result in a lost turn.

After a question is answered, a record is shown of the categories that each player or team has won.

Play continues as described until one player or team has won all five categories. That player or team is, then, declared the winner.

Categories

Here are descriptions of each of the categories you will encounter as you play *The Great Knowledge Race: Quiz Whiz.*

Quiz Whiz Series 1

Movies

Includes questions about directors, stars, writers, producers, and plots from the earliest "talkies" to the present day.

Sports

Recalls the legends of baseball, football, basketball, and hockey from "The Babe" to the "The Gipper," and from the "Savoy Big Five" to the "Broad Street Bullies."

Science

Reviews the major sciences with questions that test and stretch one's fund of knowledge, from the "Seven Sisters" of astronomy to the "Isles of Langerhans" of human biology.

Geography

Covers the largest, the smallest, the hottest, the coldest, the highest, and the lowest places on earth, as well as places famous in history and important in geography.

Pot Luck

Combination of above four categories.

Quiz Whiz Series 2

Sports

Mixes Olympic record holders and stars with sports heroes not included on Side 1.

Literature

Includes questions about authors, characters, and situations that appear in the great works of the English language, from Chaucer to Keyes; from Kipling to Bradbury.

Geography/History

Covers diverse historical events, personalities, and places from the time of Tutankhamen through Ronald Reagan.

Science

Recalls more of the interesting firsts, lasts, and most amazing facts that make science the fascinating and captivating subject that it is.

Pot Luck

Combination of above four categories.